

IN THE CLAIMS

Please amend Claims 1, 8, 15, 22, 29 to 31, 35 and 36 as follows. The claims, as currently pending in the application, read as follows:

1. (Currently Amended) A communication apparatus comprising:
a reception unit for receiving frame images generated from a plurality of communication terminals;
an output unit for outputting the frame images received by said reception unit in order to display the frame images on a display unit as multiple image displays; and
a notification unit for causing the display unit to display a symbol indicating an update state of the received frame images, wherein the update state includes at least an updating state[[,] and a non-updating state, ~~and a non-reception state~~; and wherein the symbol is displayed on a predetermined area at a time when the corresponding frame image is displayed,

wherein said notification unit causes display of the symbol in a first condition corresponding to the updating state when a currently displayed frame image is updated by a next frame image, and causes display of the symbol in a second condition corresponding to the non-updating state when the currently displayed frame image is not updated by a next frame image, ~~and causes the display of no symbol corresponding to the non-reception state when the received frame images are not displayed.~~

2. to 4. (Cancelled).

5. (Previously Presented) A communication apparatus according to Claim 1, wherein the symbol is an icon indicating a corresponding one of the plurality of communication terminals.

6. (Previously Presented) A communication apparatus according to Claim 1, wherein said notification unit does not perform notification when the frame rate is high, and performs notification when the frame rate is reduced.

7. (Previously Presented) A communication apparatus according to Claim 5, wherein the symbol in the first condition is a flashed icon.

8. (Currently Amended) A communication method comprising the steps of:

receiving frame images generated from a plurality of communication terminals;

outputting the received frame images in order to display the frame images on a display unit as multiple image displays; and

causing the display unit to display a symbol indicating an update state of the received frame images, wherein the update state includes at least an updating state[[],] and a non-updating state, ~~and a non-reception state~~, and wherein the symbol is displayed on a predetermined area at a time when the corresponding frame image is displayed,

wherein said causing the display unit to display a symbol causes display of the symbol in a first condition corresponding to the updating state when a currently displayed frame image is updated by a next frame image, and causes the display of the symbol in a second condition corresponding to the non-updating state when the currently displayed frame image is not updated by a next frame image, ~~and causes the display of no symbol corresponding to the non-reception state when the received frame images are not displayed.~~

9. to 11. (Cancelled)

12. (Previously Presented) A communication method according to Claim 8, wherein the symbol is an icon indicating a corresponding one of the plurality of communication terminals.

13. (Previously Presented) A communication method according to Claim 8, wherein the notification is not performed when the frame rate is high, and is performed when the frame rate is reduced.

14. (Previously Presented) A communication method according to Claim 12, wherein the symbol in the first condition is a flashed icon.

15. (Currently Amended) A communication apparatus comprising:

a reception unit for receiving a part or all of frame images generated from image generation units of a plurality of corresponding communication terminals by switching the frame images;

an output unit for outputting the frame images received by said reception unit in order to display the frame images on a display unit as multiple image displays;

an assigning unit for assigning an arbitrary image display from among the multiple image displays;

a control unit for controlling a state of outputting of the image display assigned by said assigning unit; and

a notification unit for causing the display unit to display a symbol indicating an update state of the received frame images, wherein the update state includes at least an updating state[[,]] and a non-updating state, ~~and a non-reception state~~; and wherein the symbol is displayed on a predetermined area at a time when the corresponding frame image is displayed,

wherein said notification unit causes the display of the symbol in a first condition corresponding to the updating state when a currently displayed frame image is updated by a next frame image, and causes the display of the symbol in a second condition corresponding to the non-updating state when the currently displayed frame image is not updated by a next frame image, ~~and causes the display of no symbol corresponding to the non-reception state when the received frame images are not displayed.~~

16. to 18. (Cancelled)

19. (Previously Presented) A communication apparatus according to Claim 15, wherein the symbol is an icon indicating a corresponding one of the plurality of communication terminals.

20. (Previously Presented) A communication apparatus according to Claim 15, wherein said notification unit does not perform notification when the frame rate is high, and performs notification when the frame rate is reduced.

21. (Previously Presented) A communication apparatus according to Claim 19, wherein the symbol in the first condition is a flashed icon.

22. (Currently Amended) A communication method comprising the steps of:

receiving a part or all of frame images generated from image generation units of a plurality of corresponding communication terminals by switching the frame images;

outputting the received frame images in order to display the frame images on a display unit as multiple image displays;

assigning an arbitrary image display from among the multiple image displays;

controlling a state of outputting of the assigned image display; and
causing the display unit to display a symbol indicating an update state of the received frame images, wherein the update state includes at least an updating state[[,]] and a non-updating state, ~~and a non-reception state~~, and wherein the symbol is displayed on a predetermined area at a time when the corresponding frame image is displayed,

wherein said causing the display unit to display a symbol causes the display of the symbol in a first condition corresponding to the updating state when a currently displayed frame image is updated by a next frame image, and causes the display of the symbol in a second condition corresponding to the non-updating state when the currently displayed frame image is not updated by a next frame image, ~~and causes the display of no symbol corresponding to the non-reception state when the received frame images are not displayed.~~

23. to 25. (Cancelled)

26. (Previously Presented) A communication method according to Claim 22, wherein the symbol is an icon indicating a corresponding one of the plurality of communication terminals.

27. (Previously Presented) A communication method according to Claim 22, wherein said notification step is not performed when the frame rate is high, and is performed when the frame rate is reduced.

28. (Previously Presented) A communication method according to Claim 26, wherein the symbol in the first condition is a flashed icon.

29. (Currently Amended) A computer-readable storage medium storing a computer-executable program, said program comprising:

- reception process code executable to receive frame images generated from a plurality of communication terminals;
- output process code executable to output the received frame images in order to display the frame images on a display unit as multiple image displays; and
- notification process code executable to cause the display unit to display a symbol indicating an update state of the received frame images, wherein the update state includes at least an updating state[[,]] and a non-updating state, ~~and a non-reception state,~~ and wherein the symbol is displayed on a predetermined area at a time when the corresponding frame image is displayed,

wherein said notification process code causes the display of the symbol in a first condition corresponding to the updating state when a currently displayed frame image is updated by a next frame image, and causes the display of the symbol in a second condition corresponding to the non-updating state when the currently displayed frame image is not updated by a next frame image, ~~and causes the display of no symbol corresponding to the non-reception state when the received frame images are not displayed.~~

30. (Currently Amended) A computer-readable storage medium storing a computer-executable program, said program comprising:

reception process code executable to receive a part or all of frame images generated from image generation units of a plurality of corresponding communication terminals by switching the frame images;

output process code executable to output the received frame images in order to display the frame images on a display unit as multiple image displays;

assigning process code executable to assign an arbitrary image display from among the multiple image displays;

control process code executable to control a state for outputting of the assigned image display; and

notification process code executable to cause the display unit to display a symbol indicating an update state of the received frame images, wherein the update state includes at least an updating state[[],] and a non-updating state, and a non-reception state, and wherein the symbol is displayed on a predetermined area at a time when the received frame image is displayed on the corresponding image display,

wherein said notification process code causes the display of the symbol in a first condition corresponding to the updating state when a frame image currently displayed on the corresponding image display is updated by a next frame image, and causes the display of the symbol in a second condition corresponding to the non-updating state when the frame image currently displayed on the corresponding image display is not updated by a

next frame image, and causes the display of no symbol when the received frame images are not displayed on the corresponding image display.

31. (Currently Amended) A communication apparatus comprising:

a reception unit for receiving frame images generated from a communication terminal;

an output unit for outputting the frame images received by said reception unit in order to display the frame images on a display unit; and

a notification unit for causing the display unit to display a symbol indicating an update state of the received frame images, wherein the update state includes at least an updating state[[,]] and a non-updating state, ~~and a non-reception state~~; and wherein the symbol is displayed on a predetermined area at a time when the corresponding frame image is displayed,

wherein said notification unit causes the display of the symbol in first condition corresponding to the updating state when a currently displayed frame image is updated by a next frame image, and causes the display of the symbol in second condition corresponding to the non-updating state when the currently displayed frame image is not updated by a next frame image; ~~and causes the display of no symbol corresponding to the non-reception state when the received frame images are not displayed.~~

32. (Previously Presented) A communication apparatus according to Claim 31, wherein the symbol is an icon indicating a corresponding one of the plurality of communication terminals.

33. (Previously Presented) A communication apparatus according to Claim 31, wherein said notification unit does not perform notification when the frame rate is high, and performs notification when the frame rate is reduced.

34. (Previously Presented) A communication apparatus according to Claim 32, wherein the symbol in the first condition is a flashed icon.

35. (Currently Amended) A communication method comprising the steps of:

receiving frame images generated from a communication terminal;

outputting the frame images received in said receiving step in order to display the frame images on a display unit; and

causing the display unit to display a symbol indicating an update state of the received frame images, wherein the update state includes at least an updating state~~[[,]]~~ and a non-updating state, ~~and a non-reception state~~, and wherein the symbol is displayed on a predetermined area at a time when the frame image is displayed on the corresponding image display,

wherein said causing the display unit to display a symbol causes the display of the symbol in a first condition corresponding to the updating state when a frame image currently displayed on the corresponding image display is updated by a next frame image, and causes the display of the symbol in a second condition corresponding to the non-updating state when the frame image currently displayed on the corresponding image display is not updated by a next frame image, ~~and causes the display of no symbol corresponding to the non-reception state when the received frame images are not displayed on the corresponding image display.~~

36. (Currently Amended) A computer-readable storage medium storing a computer-executable program, said program comprising:

reception code executable to receive frame images generated from a communication terminal;

output code executable to output the frame images received by said reception code in order to display the frame images on a display unit; and

notification code executable to cause the display unit to display a symbol indicating an update state of the received frame images, wherein the update state includes at least an updating state[,] and a non-updating state, ~~and a non-reception state~~; and wherein the symbol is displayed on a predetermined area at a time when the received frame image is displayed on the corresponding image display,

wherein said notification code causes the display of the symbol in a first condition corresponding to the updating state when a frame image currently displayed on

the corresponding image display is updated by a next frame image, and causes the display of the symbol in a second condition corresponding to the non-updating state when the frame image currently displayed on the corresponding image display is not updated by a next frame image, ~~and causes the display of no symbol corresponding to the non-reception state when the received frame images are not displayed on the corresponding image display.~~

37. to 40. (Cancelled)